

AMENDMENTS TO THE CLAIMS

Kindly amend the claims as follows.

Claims 1-20, 35-40, and 42 (canceled).

21 (currently amended) A game kit comprising:

- a) a plurality of striking spheres, with at least one sphere having a visible figure inside;
 - b) at least one information indicator, having indicia that indicate specific properties to be associated with ~~the spheres~~ a sphere based on its visible figure in the context of a game setting;
 - c) a random number generator; and
 - d) a rule indicator indicating rules for playing a game using the spheres, the at least one information indicator, and the random number generator in a dependent manner;
- wherein the rules specify an outcome that is determined using the random number generator and the at least one information indicator when two of the spheres come into contact with each other.

22 (previously presented) The game kit of claim 21, wherein the random number generator comprises at least one die.

23 (previously presented) The game kit of claim 21, further comprising a plurality of markers for use in defining a playing field.

24 (previously presented) The game kit of claim 23, wherein each marker further comprises a flat base.

25 (previously presented) The game kit of claim 21, wherein at least one of the spheres is of a different size than the other spheres.

26 (previously presented) The game kit of claim 21, wherein the number of information indicators equals the number of spheres, and each information indicator further comprises at least two values.

27 (currently amended) A method of playing a game comprising the steps of:

- a) providing a plurality of striking spheres, with at least one sphere having a visible figure associated with it,
- b) providing an indicia on a substrate, the indicia associated with the visible figures of the respective ones of the plurality of spheres;
- c) providing a random number generator;
- d) placing a first one of the plurality of spheres inside a defined playing field; and then
- e) physically striking the first sphere inside the playing field with a second one of the plurality of spheres;
- f) using the random number generator to generate a number; and then
- g) using the number together with the indicia associated with the visible figure of at least one of the first and second spheres in a dependent manner to determine an outcome.

28 (previously presented) The method of claim 27, wherein the random number generator comprises at least one die.

29 (previously presented) The method of claim 27, wherein the playing field is defined using a plurality of markers.

30 (previously presented) The method of claim 27, wherein the playing field is defined using a game surface.

31 (currently amended) ~~The method of claim 27, wherein the second sphere strikes the first sphere by entering the playing field after being launched from outside the playing field.~~
A method of playing a game comprising the steps of:

- a) providing a plurality of spheres, with at least one sphere having a visible figure associated with it,
- b) providing indicia on a substrate, the associated with the visible figures of the respective ones of the plurality of spheres;
- c) providing a random number generator;
- d) placing a first one of the plurality of spheres inside a defined playing field;
- e) launching the second sphere from outside the playing field to physically strike the first sphere;
- f) using the random number generator to generate a number; and then
- g) using the number together with the indicia associated with the visible figure of at least one of the first and second spheres to determine an outcome.

32 (previously presented) The method of claim 27, wherein the position of the first sphere in relation to the playing field after the second sphere strikes the first sphere is a factor in determining the outcome.

33 (previously presented) The method of claim 27, further comprising the step of removing the first sphere from the playing field after being struck by the second sphere.

34 (previously presented) The method of claim 27, further comprising the step of repositioning the first sphere in the playing field after being struck by the second sphere.

35-40 (cancelled)

41 (previously presented) The method of claim 27, wherein the indicia are provided on at least one card.

42 (cancelled)

43 (currently amended) A game kit comprising:

- a) a plurality of striking spheres, with at least one striking sphere having a visible figure inside;
 - b) indicia that indicate specific properties to be associated with ~~the spheres~~ a sphere based on its visible figure in the context of a game setting;
 - c) a random number generator; and
 - d) a rule indicator indicating rules for playing a game using the spheres, the indicia, and the random number generator in a dependent manner;
- wherein the rules specify an outcome that is determined using the random number generator and the indicia when two of the spheres come into contact with each other.

44 (previously presented) The game kit of claim 43, wherein the indicia are provided on at least one card.